NUS-NSMP-AUS

Nintendo

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Original Nintendo Seal of Quality ™

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Thank you for selecting the SUPER MARIO 64™ Game Pak for the Nintendo® 64 System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

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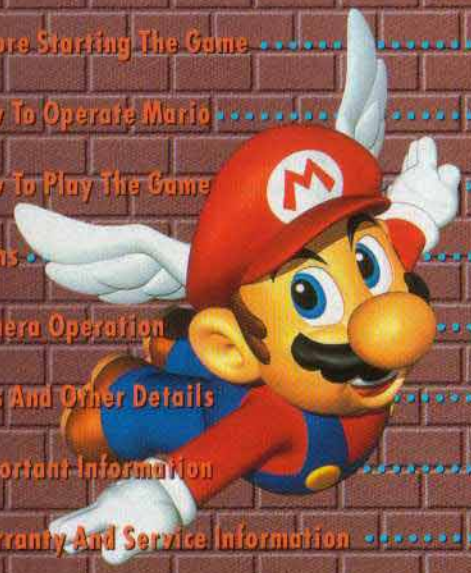
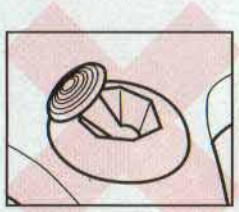


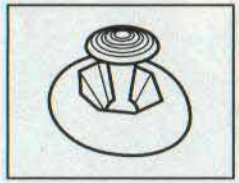
THE NINTENDO 64 CONTROLLER

Control Stick Function
The Nintendo 64 Control Stick uses an analogue system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

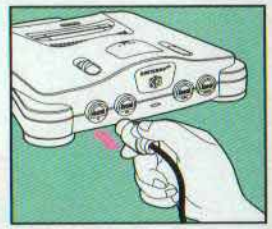
Holding The Controller
While playing Super Mario 64, we recommend you use the hand positions as shown below.

By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of the controller.

Connecting The Nintendo 64 Controller
To play Super Mario 64, you can connect a controller to any of the controller sockets located on the front panel of the Control Deck.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the new connection active.



* This game is designed for one player, so only one controller is needed.

Story

Will Princess Toadstool be kidnapped again? Is there no end to the constant feuding between Mario and Bowser?

"Mario, please come to the castle. I've baked a cake for you. Yours truly, Princess Toadstool."

"Wow, an invitation from Peach! I'll head out right away. I hope she can wait for me!"

Mario is so excited to receive the invitation from the Princess, who lives in the Mushroom Castle, that he quickly dresses in his best and leaves right away.

"Hmmm, something's not quite right here... It's so quiet..."

Shaking off his uneasy premonition, Mario steps into the silent castle, where he is greeted by the gruff words,

"No one's home! Now scram! Bwa, ha, ha."

The sound seems to come from everywhere.

"Who's there?! I've heard that voice somewhere before..."

Mario begins searching all over the castle. Most of the doors are locked, but finding one open, he peeks inside. Hanging on the wall is the largest painting he has ever seen, and from behind the painting comes the strangest sound that he has ever heard...

"I think I hear someone calling. What secrets does this painting hold?"

Without a second thought, Mario jumps at the painting. As he is drawn into it, another world opens before his very eyes.

And so begins the grandest of all adventures!

Once inside the painting, Mario finds himself in the midst of battling Bob-ombs. According to the Bob-omb Buddies, someone...or something...has suddenly attacked the castle and stolen the "Power Stars." These stars protect the castle; with the stars in his control, the beast plans to take over the Mushroom Castle.

To help him accomplish this, he plans to convert the residents of the painting world into monsters as well. If nothing is done, all those monsters will soon begin to overflow from inside the painting.

"A plan this maniacal, this cunning...this must be the work of Bowser!"

Princess Toadstool and Toad are missing, too. Bowser must have taken them and sealed them inside the painting. Unless Mario recovers the Power Stars immediately, the inhabitants of this world will become Bowser's army.

"Well, Bowser's not going to get away with it, not as long as I'm around!"

Stolen Power Stars are hidden throughout the painting world. Use your wisdom and strength to recover the Power Stars and restore peace to the Mushroom Castle.

"Mario! You are the only one we can count on."

Before Starting the Game

Before you start the game and guide Mario on this quest, use the opening screen to become familiar with the new controller!

Insert the Game Pak into the Nintendo 64 Control Deck and slide the POWER switch to the "ON" position. (When doing so, make sure not to touch the Control Stick.)

Mario's face will be displayed, followed by the title logo.

Press START again to go to the SELECT FILE Screen. Select one of the four game files (Mario A, B, C or D) with the Control Stick, and press START to begin the game. Your progress will be saved into the selected file.

Audio

Choose from the three modes. The one selected will be displayed.

- STEREO
- MONO
- HEADSET (when using headphones, select this mode for a more natural sound.)

Score

You can see the score of each Save File. (See page 17 for details.) Press the A Button on the SCORE Screen to switch between MY SCORE and HI SCORE.

Copy

You can copy the contents of one Save File to another. This will allow you to play someone else's saved game without affecting their saved data.

Erase

Use this only if you want to erase the data saved in a selected file. Erasing the saved data will let you play from the very beginning.

On the opening screen where Mario's face appears, you can move Mario and play with his face. Press the A Button to display the hand-shaped cursor.

At the spots marked with ◎ on the above screen shot, you can "pinch" Mario's face. Using the Control Stick, move the cursor to any of the ◎ marks, and press the A Button to pinch him. Hold the A Button as you move the cursor to make Mario's face stretch. Release the A Button, and his face will return to normal. Before releasing the A Button, if you hold the R Button, you can pinch any other ◎ mark and the face will keep its distorted form.

A + ◎

A + ◎ + R

Press the B Button to make Mario's face zoom and scale in three steps.

You can rotate Mario's face up and down using these Buttons. ▲▼

You can rotate Mario's face left and right using these Buttons. ◀▶

B

▲▼

◀▶

How to Operate Mario

Do not be overwhelmed at first by the multitude of moves that Mario can do. You need not memorize everything right away. Just master the basics, and you'll quickly learn the rest while playing the game.

Operations That Mainly Use The Control Stick

Motion

Mario moves in the direction that you move the Control Stick. The farther you tilt the Control Stick away from center, the faster Mario will move. If you always run at top speed, you'll make mistakes. The trick is to make deliberate movements using subtle adjustments of the Control Stick.

Walk

Run

It might take all of Mario's strength to go up some hills. On those, Mario cannot go forward even if he jumps. Also, some hills are slippery, and Mario will not be able to climb them at all.

Side Step

After stepping up next to the wall, tilt the Control Stick in the direction you want Mario to move along the wall.

Read Signs / Talk

To read a sign or talk to someone, press the B Button. (You can talk to some people just by stopping right in front of them.) If the message is long, press the A or B Button to continue reading. Often, important hints are written on the signs.

Swim

Mario will turn in the direction the Control Stick is tilted.

Breast Stroke

A

Press repeatedly to swim faster.

Flutter Kick

A

Press and hold.

When Mario's face is above water, press the A Button as you pull the Control Stick toward you to make Mario jump out of the water.

When Mario is under water, he will be holding his breath, so remember to rise to the surface to occasionally breathe. Mario can also replenish his air supply if he touches air bubbles, or coins under water.

Use the Z Button to...

Crouch

Z

Press the Z Button when stopped.

Crouch & Slide

+ Z

Press the Z Button while running.

Crawl

Z +

Move the Control Stick while crouching.

Operations That Mainly Use The A Button

Regular Jump

A

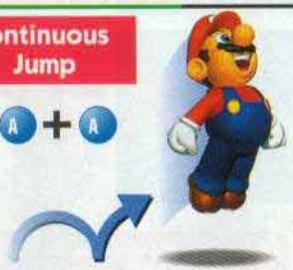
Press once

Jump and stomp on some enemies.

Ways To Jump High

Continuous Jump

A + A



Jump once, then press the A Button again as you land.

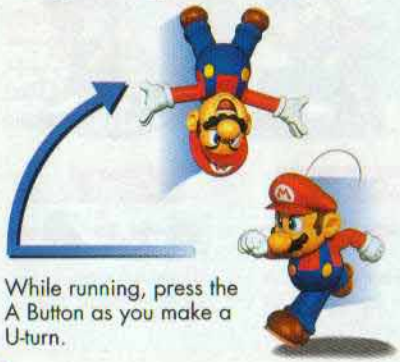
Triple Jump (With Forward Somersault)

→ + A + A + A

While running, jump repeatedly, and as you land, press the A Button again and again. You need speed to do this.

Side Somersault

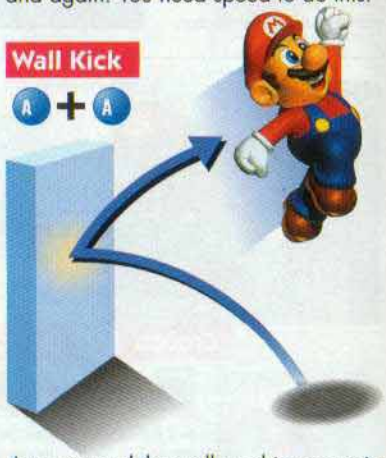
← + → + A



While running, press the A Button as you make a U-turn.

Wall Kick

A + A



Jump toward the wall, and jump again as you hit it.

Using The Z Button...

Backward Somersault

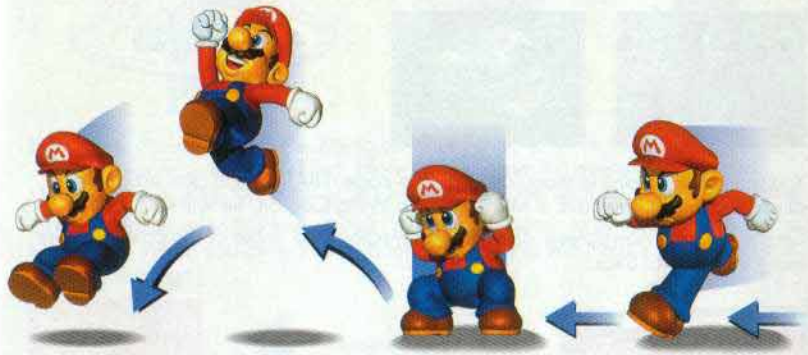
Crouch (where you are) and jump.

Z + A

How To Jump Great Distances

Long Jump

← + Z + A



As you run, press the Z Button to "Crouch & Slide" and press the A Button to jump. The distance you'll jump depends on how fast you run.

Fly Higher And Farther

Wing Cap

A + A + A

(To fly without running)

If you do the Triple Jump when Mario is wearing the Wing Cap item (see page 19), he can fly for a certain period of time.

While Mario is flying, move the Control Stick left and right to turn, pull it toward you to ascend and press it forward to descend. To land, press the Z Button. You can look around while flying using the C Buttons.

Cannon Shot

You will find cannons in many courses (see page 18). If Mario gets inside the cannon, it'll shoot him out. If Mario has the Wing Cap on, he will fly.

On the Cannon Aim screen, change the direction and angle of the cannon's aim using the Control Stick.

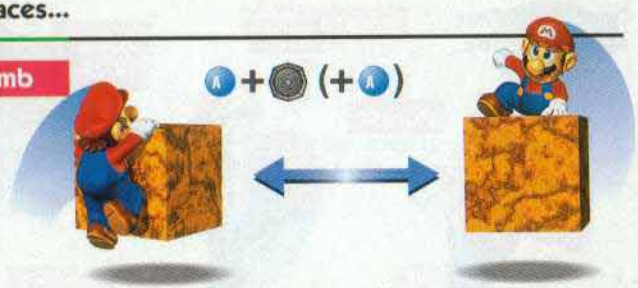
Other Ways To Fly

You can also fly high using other methods. They include stomping on special enemies then jumping and being carried by the wind.

At Certain Places...

Swing Or Climb

A + (+ A)

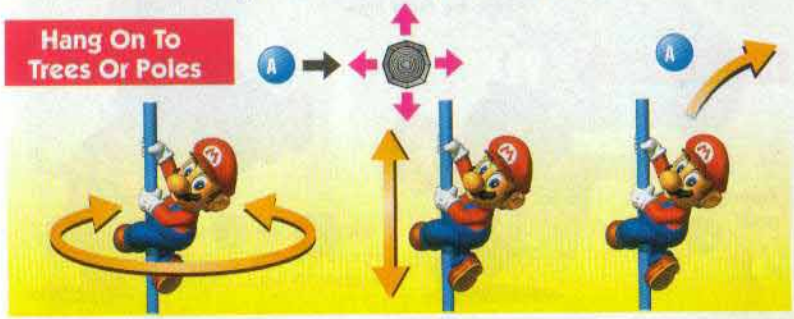


If you jump onto the edge of tall and vertical objects, cliffs or stone steps, Mario can swing up.

Move the Control Stick in the direction Mario faces to make him climb up. If you press the A Button, Mario will climb faster. When standing at the edge of a cliff or stone steps, tilt the Control Stick slowly to swing. When you want to release, tilt the Control Stick in the opposite direction or press the Z Button.

Hang On To Trees Or Poles

A



If you jump onto a tree or pole, Mario can hang on to it. Move the Control Stick left or right to rotate around the object. Move up and down to ascend and descend. When Mario is at the top of the object, move the Control Stick up to do a handstand.

While hanging on to the tree or stick, press the A Button to jump and land backward. When you jump from a handstand, Mario will jump higher. Press the Z Button to let go.

Hang On To A Wire Net

A Press and hold

At places where a wire net is suspended overhead, Mario can hang on to it if you jump and hold the A Button. While Mario is hanging on, you can move him using the Control Stick. (There are other things that Mario can hang on to besides wire nets.)

Operations That Mainly Use The B Button

Punch

Press once.

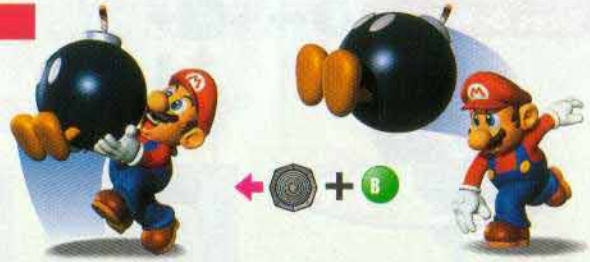
Kick

If you punch repeatedly, Mario will kick the third time.

Jump Kick

Press B while jumping to kick high.

Hold & Throw



Approach and

Approach something Mario can hold, then press the B Button to lift it. Press the B Button again to throw it in the direction the Control Stick is tilted. If the Control Stick is in the neutral position, Mario will just set the object down. There are some things Mario cannot throw.

Swing

Mario can swing some enemies around when he holds them. After grabbing the enemy, swivel the Control Stick. Press the B Button again to toss the enemy. The faster you swivel the Control Stick, the farther Mario can toss the enemies.

Slide Attack

While running at top speed, press the B Button to do a slide attack.

Use The Z Button To...

Pound The Ground

Press the Z Button while jumping to squash enemies or to destroy blocks. You can also smash some objects into the ground.

Trip

Press the B Button while crouching.

Slide Kick

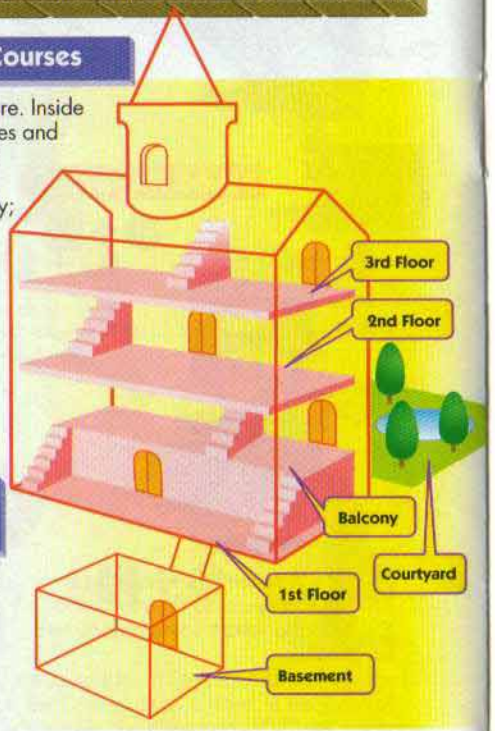
Press the B Button while Crouching & Sliding.

How to Play The Game

The Power Stars stolen by Bowser are hidden throughout the courses. To restore peace to the castle, retrieve the Power Stars!

The Castle Layout And The Courses

See the sketch of the castle's structure. Inside the castle, there are 15 main courses and several mini courses. To enter most courses, jump into the paintings hanging on the walls. Look carefully; there are a few courses that you'll enter from unexpected places.



The Relationship Of Power Stars And The ★ Door

Hidden in each course, there are six Power Stars. Inside the castle, there are doors marked with ★. Behind these lie new courses. To open these doors, you need to collect a certain number of Power Stars. The more Power Stars you collect, the more places you can go to in the castle and the more courses you can attempt. It is not necessary to find every Power Star.

Before entering a course, press START inside or outside the castle to see the number of ★s you have collected in each course.

Keys And Doors

Besides ★ doors, there are doors that cannot be opened without a Key. To get the Key, you must find...

About Saving The Game

Every time you collect Power Stars or Keys, you can save the game to that point. (Previously collected Power Stars are displayed in a dimmed-out fashion on the course. If you pick up the same star again, you can end the course, allowing you to save as well.) You can see the contents of saved games by selecting SCORE on the SELECT FILE screen.

Total number of Power Stars collected

The number of Power Stars collected in each course

My Score / Hi Score
(My Score indicates the largest number of coins collected when you got the Power Star in each course. Press the A Button to switch to Hi Score and display the highest score of all four saved game files.)

The On-Screen Displays

Remaining Number Of Marios
(When your Power Meter is exhausted or you fall out of the course, you lose a Mario.

Power Meter
(If you touch an enemy or fall from a high place, the meter will decrease. The amount depends on the damage received.) When all power is gone, Mario will pass out.

The number of Power Stars collected

The number of coins collected

Camera Distance
(see page 20)

Is the edge of a course the end of the world?

When you get to the edge of a course, you can go no farther. You have reached the end of that world. If you jump or fly into an invisible wall at the edge of a course, it might bounce you back into the course.

How do I get out of the course?

If you want to leave the course you are currently in, let Mario come to a stop and PAUSE by pressing START. Select "Exit Course" to return to the main hall of the castle.

Items

Some of these items are needed to collect Power Stars; some items will replenish strength, too.

Star Coins - 3 Different Colors

Yellow Coins: If you collect one Yellow Coin, your power meter will recover by one. If you collect 50 coins, you'll earn a 1 UP. If you collect 100 coins...? The coins that appear when you defeat enemies will disappear after a short time.

Blue Coins: The Blue Coins equal five Yellow Coins. They appear when you press the Blue Coin switch, and they'll disappear after a short time. Blue Coins will also appear when you destroy certain enemies.

Red Coins: The Red Coins equal two Yellow Coins. There are eight of these coins in each course. Collect all eight in one play to make a Power Star appear (see page 22).

Handy Items

Spinning Heart: If you pass through it, your strength (power meter) will recover. The faster you run through it, the more strength you'll recover.

1UP Mushroom: Collect this to increase the number of Marios remaining by one.

Koopa Shell: Hit a yellow block or stomp on Koopa to find this item. If Mario rides on the shell, he will be invincible until he hits a wall or goes to a place he could not go normally.

Cannons And Bob-omb Buddies: On some courses you can find Bob-omb Buddies. When you talk to one, it will open the cannon hatches. Cannons can be used to shoot Mario far away.

Three Switches and Three Caps

Somewhere hidden in the castle are red, green and blue Cap Switches. If you step on these switches, all the semi-visible blocks of that color in all courses will fill in. Jump at the blocks to break them open and reveal the caps hidden inside. With these caps on, Mario will gain a power for a certain period of time. You can save the game after stepping on a switch.

Red Block
Wing Cap

With a Wing Cap on, Mario is able to fly.

(See page 12)

Green Block
Metal Cap

- You can bounce back off enemies.
- You won't be damaged when you touch flames.
- You won't be affected by water or toxic gases.
- You will be able to walk on the sea floor; but you won't be able to swim.

Blue Block
Vanish Cap

- You won't be damaged by flames.
- You can pass through an enemy's body without being damaged.
- You can walk through wire nets or special walls.

When you lose your cap...

Sometimes an enemy will steal Mario's regular cap, or Mario might drop and lose it. When Mario is not wearing his cap, he takes more damage than usual. You can always find a cap Mario lost in the course where he lost it, so retrieve it as soon as you can.

Camera Options

One of the tricks to this game is to use the camera skillfully. You are not just the player, but the cinematographer, too!

Mario's camera operators are the Lakitu Bros. When you switch the camera angle (or viewpoint) during the game, you do it by controlling the Lakitu Bros. Throughout the game, they'll follow Mario's every move. You control the Lakitus using the C Buttons.

By looking up or around, you might discover something. Exploring your surroundings can be useful as you search for the Power Stars.

△ Get Close To Mario
In this viewpoint, move the Control Stick to see wherever Mario can look. To return movement control, press any of the A, B or C Buttons (except △).

◁ ▷ Circle left and right around Mario. When you cannot go any further, you will hear a buzz.

▽ Pull away from Mario

Camera Operation Mode

During the game, depending on the scene, the Camera Mode will automatically switch to the "recommended" view. If you press the R Button, you can change to the Special Camera Mode. There are two optional Camera Modes that can be set on the PAUSE screen.

When Mario is stationary, press START to pause. On the PAUSE screen, select "SELECT CAMERA ANGLE WITH R" to display the two option modes. Select your choice using the Control Stick, then cancel PAUSE.

Lakitu ↔ Mario

Press the R Button once to switch to "Mario-Cam." Press the R Button again to return the camera to Lakitu.

Operate the Mario-Cam with the same controls as on the previous page. In some areas though, it might be difficult to play with this up-close view.

Lakitu ↔ Stop

Press and hold the R Button to halt the camera movement. Release the R Button to return to Lakitu.

This will fix the camera position, which could be handy when you do not want the camera to follow Mario.

The Lakitu display in the screen's lower right shows the distance between Mario's current position and camera.

△ = Near

▽ = Far

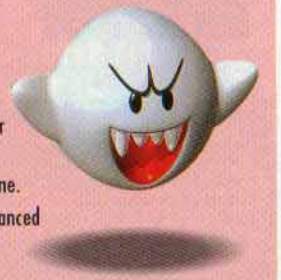
Tips And Other Details

Does it seem you have reached the game's limits? Have you reached your own limits? It is possible that you could be forgetting or not noticing something very simple!

For those of you who are having difficulty finding Power Stars...

There are several ways to get Power Stars:

- When Power Stars are visible, you can pick them up if you reach them. (This is the most basic way.)
- If an enemy has one, defeat the enemy to earn it.
- You can receive one as a gift from someone for completing certain objectives.
- At certain places, if you accomplish a specific task, a Power Star will appear.
- Collect all eight Red Coins in one play in a course to earn one.
- Find hidden places that you can get to only by using an advanced technique, such as the Wall Kick.
- Power Stars are sometimes hidden in secret places.



As you can see, some of the six Power Stars in each course are easy to retrieve, while others are difficult even to find. To collect some of them, you'll have to step on the colored Cap Switches to fill in the colored blocks. You need not collect all six Power Stars in each course before moving on to the next.

By the way...

The ★s are numbered, and a hint on where they are or how to get them will be displayed on the screen when you enter the course. To replay a section you've already completed, select a star that you've already collected.

There are eight Red Coins in each course. The number of Red Coins that you have collected is displayed on the lower right corner of the PAUSE screen. Collect all eight to make a ★ appear somewhere on the course.

For those of you who cannot find next course...

Not all courses are entered from the paintings on the walls. Some entrances are found in unexpected places, so search everywhere.

For those of you who are impatient or overly eager...

When crossing a narrow bridge, it is easier if you tilt the Control Stick just a little and walk slowly or even crawl. Take it easy! Some enemies will not notice you or attack you if you sneak up on them.

For those of you who tend to fall from high places...

You will take less damage when you fall onto slopes instead of flat areas. If you "Pound the Ground" just above the ground as you fall, you'll sustain less damage.

For those of you who cannot go where you want to go...

Are there any actions or movements that you have not tried with Mario? Use the movements that best fit your circumstances.

For those of you who do not know how to defeat enemies...

There are some enemies you cannot defeat with a regular punch or kick. Spin around them, step on them, throw them...try everything.

For those of you who get a little HOT...

When Mario gets flamed, he takes off running. You can still move him with the Control Stick, so do not give up.

For those of you who get a COLD head...

Remember that if you save and quit the game when Mario has lost his cap, he'll still be missing it when you resume the game. It is better not to save when Mario is capless, if you can avoid it.

REV-E

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- **NINTENDO HELPLINE** **190 224 1001**
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REV-J

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To receive this warranty service, contact Nintendo's Head Office.

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